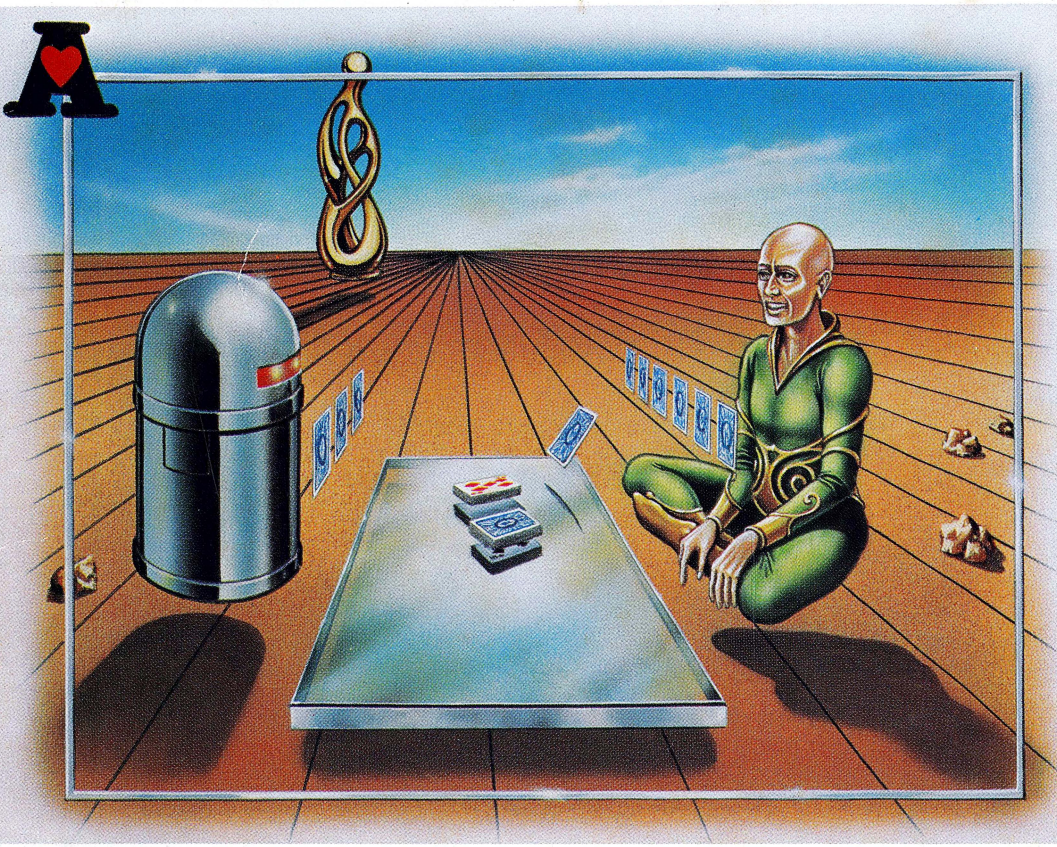
from DATAMOST 29^{95} for Apple II*

COMPUTER GIN RUMMY



Makes other card games seem dull and boring. Plays a really professional level game. And, it's always ready to take you on, day or night!

Enjoy the greatest GIN RUMMY you ever played – and get 2 other rummy games on the same disk, KNOCK and ONE-MELD.

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COMPUTER GIN RUMMY

by Art Carpet

Welcome to years of card playing fun. Now you can always enjoy a game against a top level opponent – as your friendly computer is always ready to play, any day, any hour!

You have 3 great Rummy games available, GIN. KNOCK. ONE-MELD. Since these games are so universally popular with young and old alike, we haven't attempted to spell out the game rules. However, the screen prompts and scoring displays and this pamphlet will make everything very clear.

To start, boot the disk. The screen will show the names of the games. Press the number of the one you wish to play. The cards are then 'cut' and the deal goes to either you or the computer depending upon who gets the high card.

All your cards will be displayed. Each will have a letter, from A to K, under it. You will see only the back of the computer's cards. The rest of the deck will be face down, with the number of cards remaining indicated below it. The number of cards in the discard pile is also shown.

On your turn you may press the D key to draw from the deck – or press U to take the upcard from the discard pile. When you've made your move, the card is added to your hand (it always goes into position K), and you now make your play: you discard by pressing the key with the letter **beneath** the card you want to discard. If you feel you are in a winning position press the W Key, then make your discard.

NOTE: You'll want to keep your hand in some sort of order so you won't miss a play or a meld. (Melds, by the way, may be 3 or 4 cards of the same face value; or 3 or more cards of the same suit in sequence.) Thus, you'll want to rearrange your hand fairly often. You may use R to rearrange either in the Draw or Discard modes. To move a card from one position to another, just press the letter key under the card to be moved, followed by the letter key of where you wish it to be placed. The cards will then automatically be rearranged, and additional moves may be made as often as you like. Press the SPACE BAR to continue game.

At the end of each game, the cards will be displayed and point counts indicated. Your Apple will automatically rearrange the hand to give the player the lowest possible count. **Note:** in GIN, you may accept or change the way the computer arranged your ending hand. Just follow the screen prompts. In ONE-MELD, if you win, Apple's cards are not shown. (However, press the S key, and you can see all cards in both hands, the deck and the discard pile!

Helpful hints: 1. If you accidently press the W key, press the "ESC" instead of discarding, and your win call will be cancelled, and play continues. 2. Sometime you may discard the wrong card by error (a disaster if it was a winning card!). You may correct this error if *before the computer displays the card on the discard pile* you press any key (except "reset" or "shift")! This gives you about 3 seconds to catch the error, so be alert! 3. To toggle the sound off or on, press "S" while in either the draw or discard mode. 4. When a game is over, play again by hitting the N key. To select one of the other games, press the "ESC" key and return to the menu.

A fast overview of the games

GIN: If all cards are melded it's gin. This scores 25 points plus any points not-melded in opponents hand. When a knock is made, with 10 points or less in unmelded cards . . . the opponent may lay-off cards on the declared hand. If the lay-off reduces the opponent's unmelded points below those of the declared hand, the underknocker gets the difference in points plus a bonus of 25. (Apple automatically evaluates both hands for best point count.) If you knock by mistake with over 10 points, the Apple wins 25 points. A tie in unmelded points, scores 25 for the non-knocker.

KNOCK: You may knock immediately, or any time during the game. There are no lay-offs. Rummy scores 25 points plus the non-melded points in opponent's hand. Underknocking scores difference in points plus 10 as a bonus. Ties give 10 points to the non-knocker.

ONE-MELD: No knocking allowed. Must have a completely melded hand. This can be 4, 3, 3 or two 5 card runs. Winner gets all points in his hand plus a 25 point bonus.

Now that you have COMPUTER GIN you'll never lack for a terrific partner. It'll be the most card fun you've ever enjoyed. So, why are you reading? Let's DEAL!

9748 Cozycroft Ave., Chatsworth, CA 91311 (213) 709-1202